

ALL-OUT ACTION WITH THE SEGA SUPERSTARS!

# Sonic

the comic



starring  
**SONIC**  
THE HEDGEHOG



**PROWER POWER!**  
NEW TAILS STORY STARTS INSIDE!





# CONTROL Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

## Welcome Screen

Hey Boomers!

Look out! The Champions are coming! That's right, Sega's sizzling new street-fightin' game, **Eternal Champions**, on sale right about now, is also heading straight for the pages of STC as a brand-new comic strip starting next issue!

For the first (and not last) time STC has worked closely with Sega during the development of **Eternal Champions** to make sure the E.C. comic series is as faithful as possible to the game. So, again, for the first (and not last) time you can buy a new Sega game and read the STC comic strip and the same time!

In fact, E.C. The Comic Series is just the start of STC's coverage of the Champs. Coming soon the **Eternal Champions Special** - 48 pages of comics strips, features, facts and tips exclusively about Sega's newest superstars! You can't afford to miss it. Stay tuned for more details.

Also next issue, the welcome return of one of STC's original superstars - ninja master Joe Musashi - in a brand-new series of **Shinobi**. This time the action moves to Tokyo as Joe enters the heart of the evil Neo Zeed organisation.

Two new series sadly mean we have to say farewell to two old ones. Ecco comes to the end of the first part of his story this issue and the latest **Legend of the Golden Axe** comes to a close. Fear not, both will be back with new stories before you know it.

Speaking of new stories, our newest superstar, Miles 'Tails' Prower, kicks off a new adventure inside. How will the 'Hero of Mobius' get out of this one? Only STC will tell.

Sadly there's no room to tell you about the next **Sonic The Poster Mag**, due out next month. Oh well, a good reason for you to come back here in two weeks' time to hear even more exciting news!

*Megadroid*



### NEW SERIES: PREPARE TO ACTIVATE

#### ETERNAL CHAMPIONS

From Earth's past, present and future they came - the greatest martial arts masters history has known. Shadow, Larcen, Jetta, RAX, Midnight, Trident, Blade, Slash and Xavier. Once they fought each other to become the Eternal Champion... now they are **The Eternal Champions** - a team of unimaginable power, ready to battle evil through time itself. Prepare to enter the next level of excitement in STC 19.

#### SHINOBI



Joe Musashi is The Shinobi (the 'disguised one'). Ninja master and lone fighter, he still desperately searches for the woman he loves, held captive by the evil Neo Zeed organisation. Join **Shinobi** in 'The Art of War', the following chapter in his startling story, starting next issue.

## The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover new entry re-entry

### MEGA DRIVE

- 1 **new** FIFA INTERNATIONAL SOCCER
- 2 **new** ALADDIN
- 3 **new** SONIC SPINBALL
- 4 **new** STREETFIGHTER 2 CHAMP ED.
- 5 **new** SENSIBLE SOCCER
- 6 **new** MORTAL KOMBAT
- 7 **new** F1
- 8 **new** JUNGLE STRIKE
- 9 **new** MICRO MACHINES
- 10 **new** SONIC THE HEDGEHOG 2

### MEGA CD

- 1 **new** SONIC CD
- 2 **new** THUNDERHAWK
- 3 **new** LETHAL ENFORCERS
- 4 **new** SILPHEED
- 5 **new** NIGHT TRAP
- 6 **new** FINAL FIGHT
- 7 **new** SEWER SHARK
- 8 **new** ECCO THE DOLPHIN
- 9 **new** SHERLOCK HOLMES
- 10 **new** ROAD AVENGER

### MASTER SYSTEM

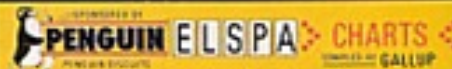
- 1 **new** SONIC CHAOS
- 2 **new** JUNGLE BOOK
- 3 **new** MORTAL KOMBAT
- 4 **new** JURASSIC PARK
- 5 **new** TAZ-MAHIA
- 6 **new** OLYMPIC GOLD
- 7 **new** F1
- 8 **new** HICKEY HOUSE 2
- 9 **new** LEMMINGS
- 10 **new** OUTRUN EUROPA

### GAME GEAR

- 1 **new** SONIC CHAOS
- 2 **new** MORTAL KOMBAT
- 3 **new** JUNGLE BOOK
- 4 **new** ECCO THE DOLPHIN
- 5 **new** JURASSIC PARK
- 6 **new** SONIC THE HEDGEHOG 2
- 7 **new** COOL SPOT
- 8 **new** LEMMINGS
- 9 **new** HICKEY HOUSE 2
- 10 **new** TALESPIR/DONALD DUCK

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# Sonic

THE HEDGEHOG

## CASINO NIGHT PART 1

FEATURING THOSE  
AMAZING ELECTRICIANS  
THE MARXIO BRO'S...

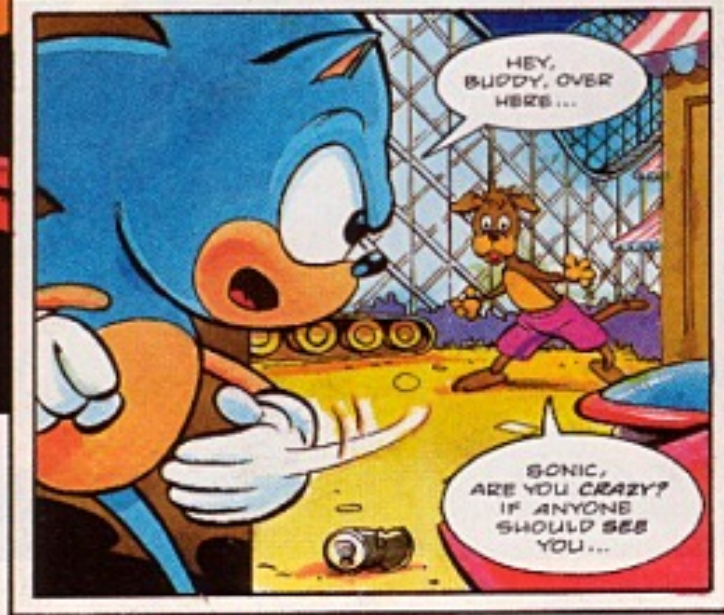
GROUCHIO!

CHICIO!

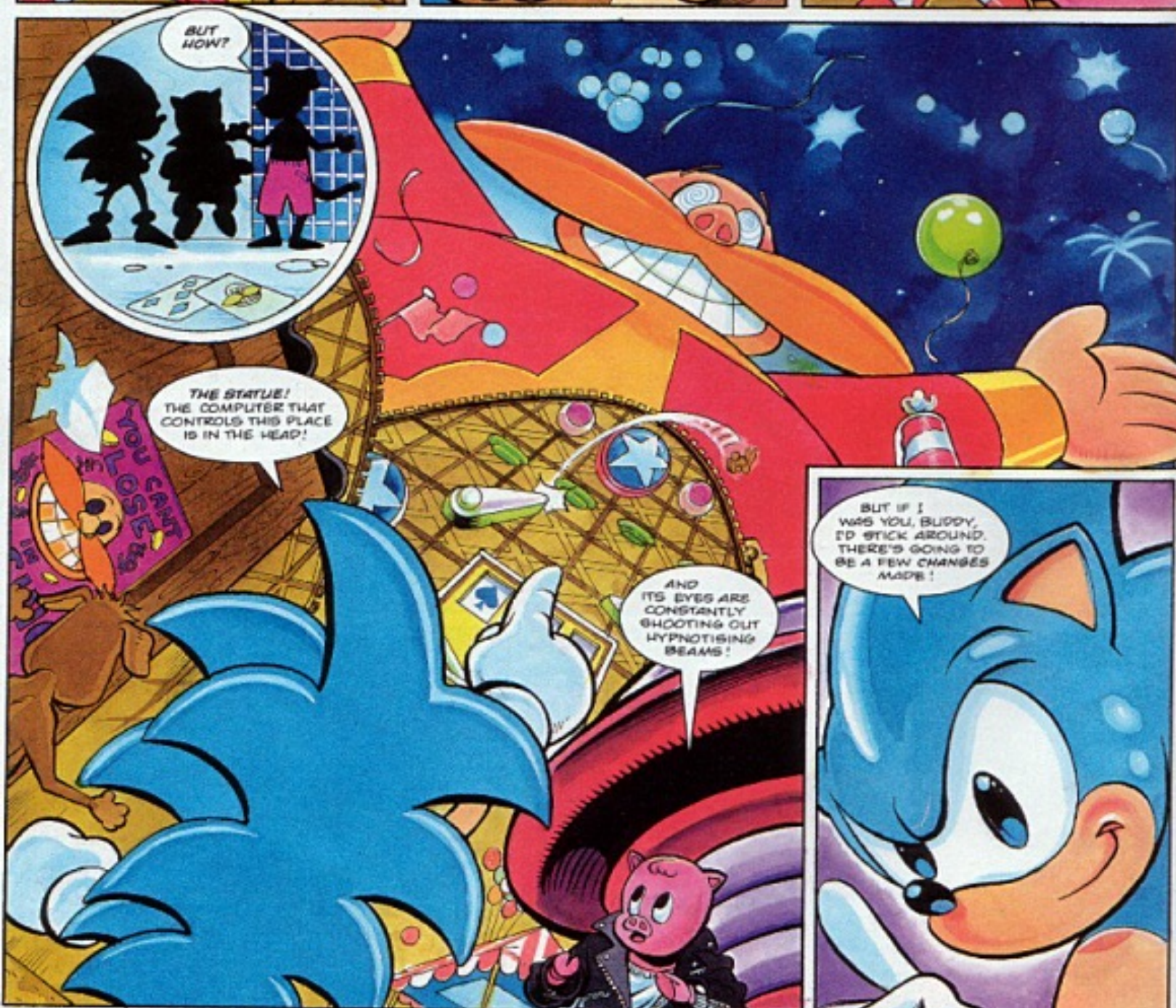
HARPIO!

EVERY ZONE ON PLANET MOBIUS  
SHOWS THE EVIL MARK OF ITS  
CONQUEROR, DOCTOR ROBOTNIK.

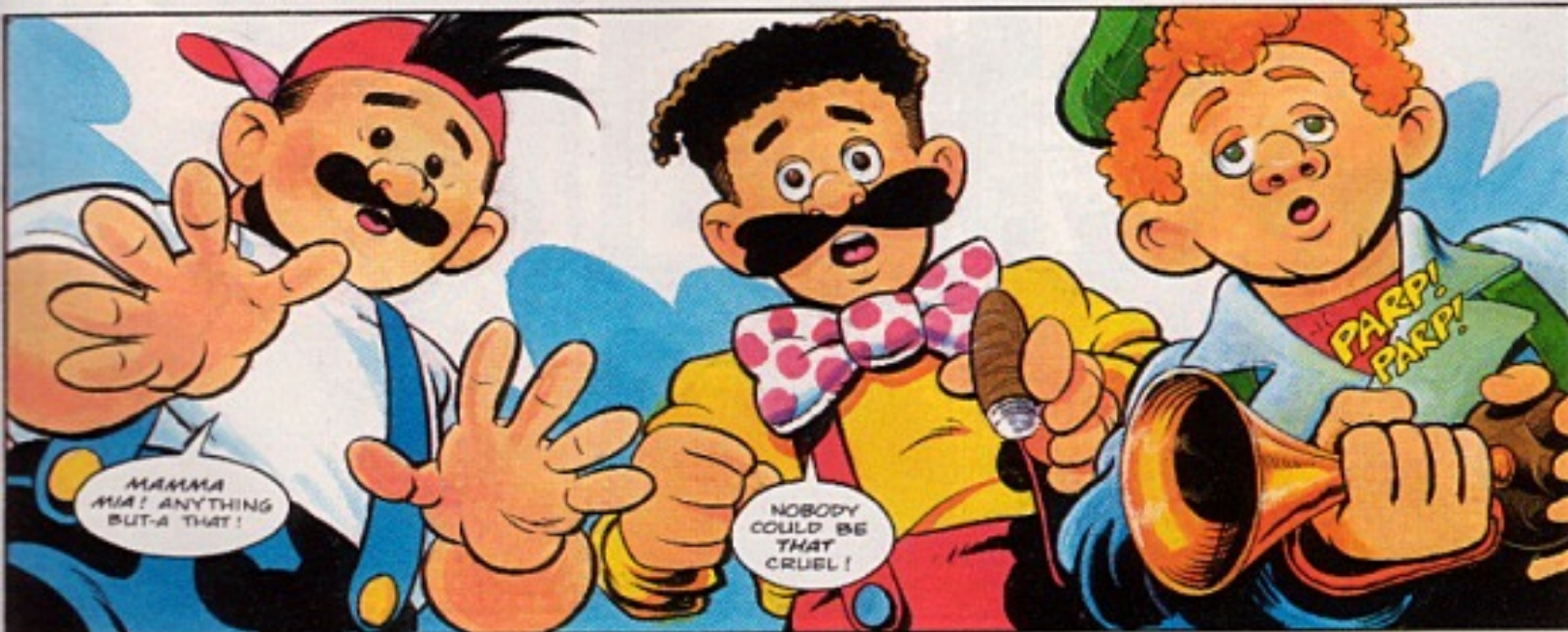
CASINO NIGHT ZONE, MORE THAN MOST...



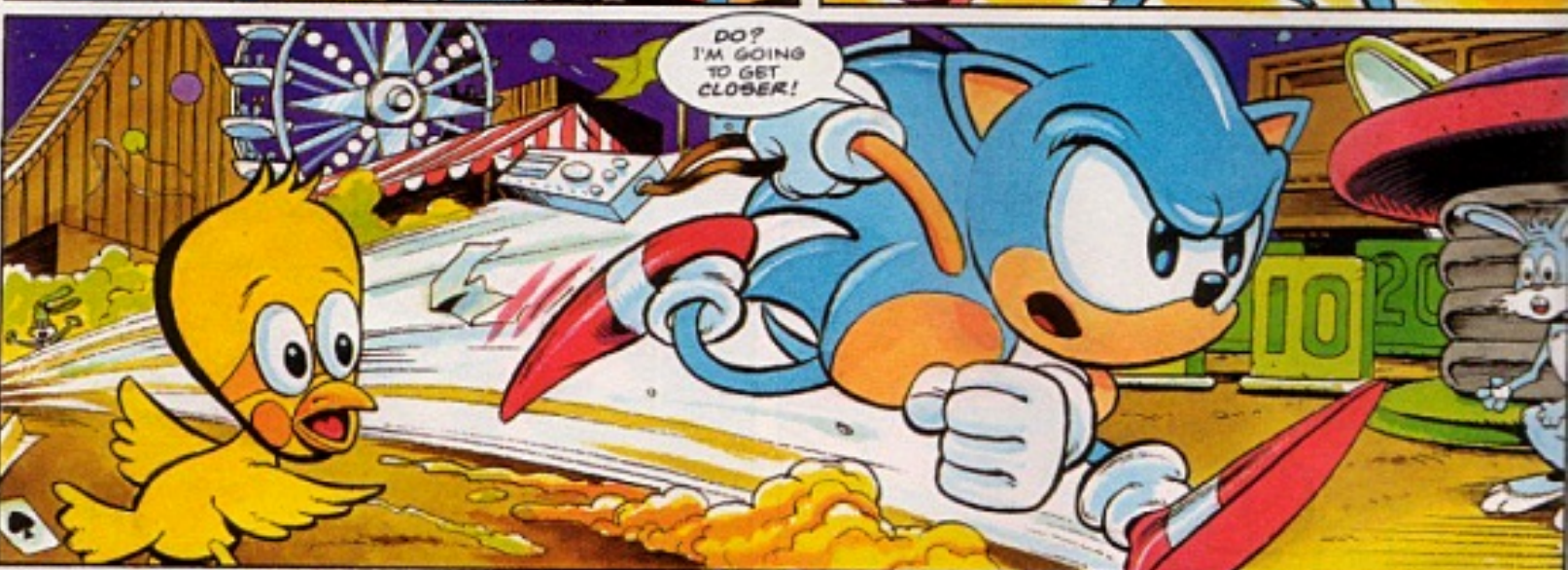




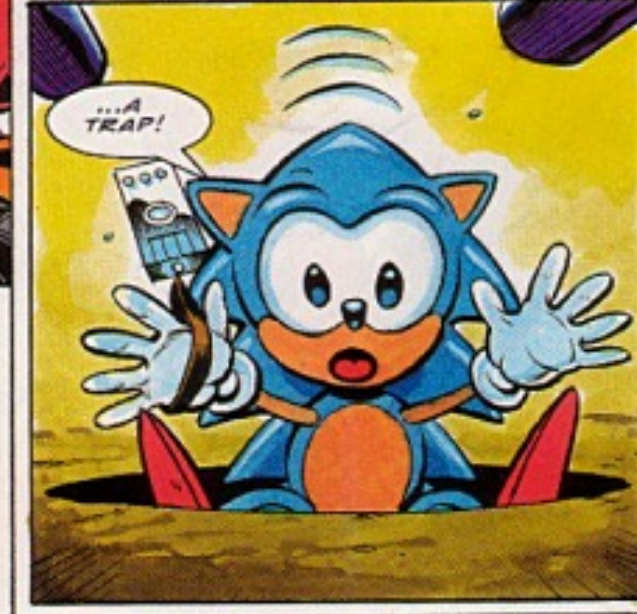
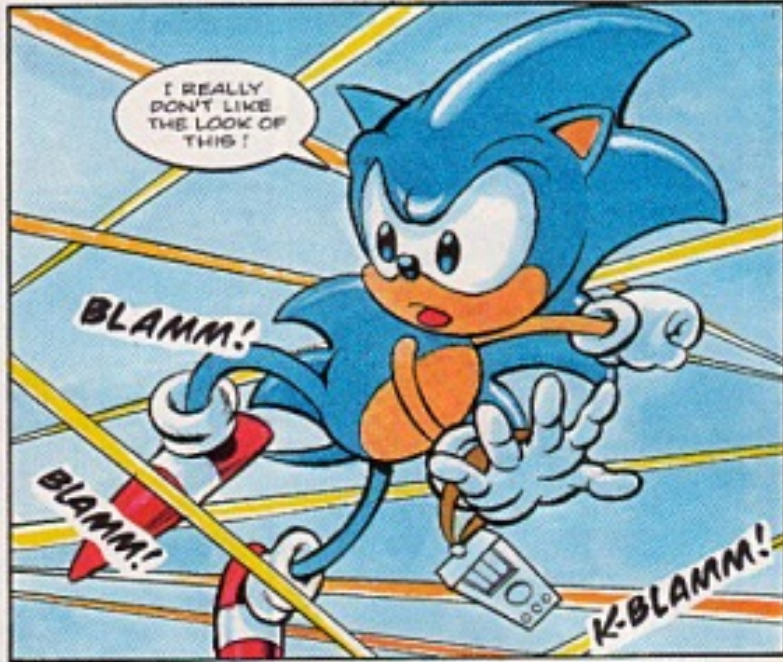




















NEXT: AGAINST THE OPDS!



# REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega games systems.  
**STC REVIEWER THIS ISSUE:**  
 Vincent Low & David Gibbon.

## GREATEST HEAVYWEIGHTS

game type: **SPORTS**  
 1-2 PLAYERS



There are very few games you can call 'knockout'. However, **Greatest Heavyweights** fits the description and takes over from **Buster Holyfield Boxing** as the definitive boxing sim for the Mega Drive.

As its title implies, you get a chance to compete against, or to take on the guise of, some of the greatest heavyweight fighters in history. As controller, you can choose from Muhammed Ali, Jack Dempsey, Holyfield, Patterson, Joe Luis, Rocky Marciano, Joe Frazier or Larry Holmes.

The options are varied. You can play in Tournament or Exhibition modes, set the number of rounds, and even choose the attributes of your player should you decide to become a 'contender'. This is where the fun starts, you can select the head, body, hair colour, even the shorts! You also dictate the power, speed or stamina.

There are some great sampled sounds and speech, as well as some very smooth animation. The gameplay initially seems quite simple and shallow. However, don't be fooled as this game has to be beaten - and beaten well! You will get nowhere fast if you attempt to just 'hammer' away. You have to learn some skilful combo moves and then pace yourself before going in for the final combo!

Overall, **Greatest Heavyweights** features some of the finest presentation and challenges you will ever see on a sports sim. The only thing missing is Frank Bruno! - VL.



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PRESS START



Mega Drive



Master System



Mega CD



Game Gear

## STC Rating System

under 40% - Yawnsville  
 40 - 70% - Normalsville  
 70 - 80% - Fun City  
 80 - 90% - Big Time City  
 over 90% - Mega City!

## PEBBLE BEACH GOLF



game type: **SPORTS**  
 1-2 PLAYERS

**Pebble Beach Golf** is based on the actual course of the same name in the U.S.A. It is a very polished game with plenty of digitised speech and hi-res. pictures of the course.

There are plenty of options: You can enter your name, check your score, see the course record, find out the average shots per hole, or even have a Miracle Shot Replay! The music is really breezy (you could almost be walking around your local supermarket!)

There is a Configure option to set the joystick buttons to help, and there are five different types of games to choose from with Tournament Play, Skins Match Play, Match Play, Practice Play and Stroke Play. You also get to select the face of your player and caddy.

But what about the game itself? Well, you are treated to a fly-by of each hole in 3D (rather like another well-known golf game!) You are then given a side-on view from behind the tee. You can change the line of shot, club and check the wind factor. Playing the shot is very easy and you are soon hooked.

**Pebble Beach Golf** is a classy game that oozes playability, though you do have to pay for the privilege. - VL.



## FAST FAX

PUBLISHER PRICE  
 SEGA £49.99

### GRAPHICS

..... 80

### SOUND

..... 80

### PLAYABILITY

..... 80

### RAVES

Looks brill.



### GRAVES

Can get repetitive.



### OVERALL

80%



START  
OPTIONS

starring

Ren & Stimpy  
Hoek™

## REN &amp; STIMPY

game type: PLATFORM  
1-2 PLAYERS

Ren and Stimpy are cat and dog characters from a cartoon series, currently being shown on BBC2. They were a huge success in the U.S. and look capable of doing the same over here! The cartoon style is weird and wacky and has some of the greatest graphics ever.

The Ren and Stimpy game is based on one of their best known cartoons, 'Stimpy's Invention'. Stimpy invents a machine that turns rubbish into delicious food, but it blows up and they have to collect all the pieces, reassemble the machine and then turn it off.

You can change between characters, throw each other about, bounce off Stimpy's back, slap his face, or even squeeze his tummy to make him do something that carries you up in the air!

Each round is varied, ranging from your local neighbourhood, to the inside of a fridge, to a local zoo, and each scene has various challenges that you can overcome in many ways.

The gameplay is both varied and fun! The presentation is wonderful with digitised speech, lots of lovely animation and wacky combo moves.

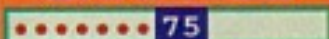
Ren and Stimpy is a must-have game if you require a breath of fresh air and some fun! - VL.



## FAST FAX

PUBLISHER PRICE  
SEGA £59.99

## GRAPHICS



## SOUND



## PLAYABILITY



## RAVES : GRAVES

Easy to pick up. Good skill factor.

Needs more courses. Expensive.

OVERALL

80%

## FAST FAX

PUBLISHER PRICE  
SEGA £44.99

## GRAPHICS



## SOUND



## PLAYABILITY



## RAVES : GRAVES

Brilliant gameplay and graphics.

Takes a little while to learn the moves.

OVERALL

88%





## GODS

game type: PLATFORM/ADVENTURE  
1 PLAYER



Programmed by the famous Bitmap Brothers, whose previous efforts include *Speedball 2*, *Gods* is another one of those big Amiga hits from a few years back that has been converted, and vastly improved, for the Mega Drive.

*Gods* is an exploration platform game, combined with some nasty enemies to defeat and puzzles to solve. Playing the role of a hero who has taken up the challenge of the Gods, the idea is to destroy the four end of level guardians, and return to a place called Mount Olympus.

The game consists of four levels (City, Temple, Labyrinth, and Underworld), which each contain three worlds. There is a brilliant feature called the Dynamic Gameplay Adjustment System where the computer monitors how you are doing and adjusts the difficulty of the game accordingly. Very useful.

The graphics are much improved



**FAST FAX**  
PUBLISHER PRICE  
**ACCOLADE £44.99**  
**GRAPHICS**  
..... 91  
**SOUND**  
..... 84  
**PLAYABILITY**  
..... 87  
**RAVES** : **GRAVES**  
A platform game that requires serious thinking. : Some of the puzzles are very hard.  
**OVERALL** **86%**

over the computer version as they include depth and several layers of parallax scrolling to give a sort of 3D feel. Overall, *Gods* is an excellent game with great atmosphere. However, it could prove too difficult for some. - DG.

## ZOO

game type: PLATFORM  
1-2 PLAYERS



Gremlin's attempt at producing a Sonic-style game on the Amiga proved to be a big success for them, gaining vast critical acclaim. However, on the Mega Drive it faces further stiff competition with the likes of top performer *Bubsy*, and of course, *Sonic*.

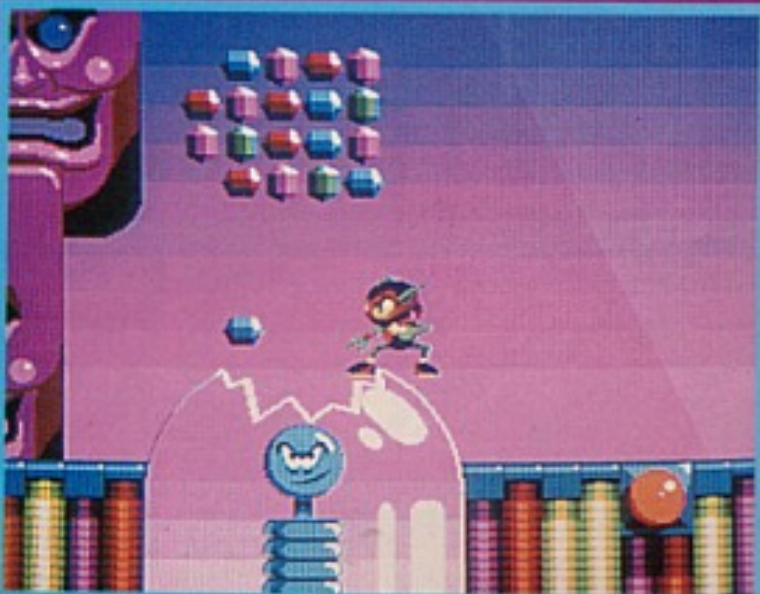
*Zoo* is set in an imaginary world called the Nth Dimension, which is full of highly unlikely baddies such as killer jelly beans and vicious violins. As controller, you play the part of *Zoo*, a rather speedy Ant, who just happens to specialise in being a Ninja. Your task is to defeat the evil *Krool* and his side-kick *Mental Block*, who have managed to transform ordinary, everyday objects into deadly assassins.

*Zoo* is played over seven worlds which incorporate: Sweets, Music, Fruit, Tools, a Fairground, and a Desert Island. Each world comprises of four levels and an end-of-world boss. *Zoo* can perform a wide variety of moves from kicks and slides to crouching, and can also do a spectacular mid-air spin, which is just the trick for taking out the opposition.

The levels are highly colourful and imaginative, and feature some excellent psychedelic backgrounds. Unfortunately, however, Mega Drive owners have seen this all before, and won't be as impressed as Amiga gamers originally were.

*Zoo* is an above average game and features some very tough enemies to defeat. It's not as good as *Sonic* but is certainly much more fun and more challenging than most platformers on the Mega Drive. *Zoo* is definitely a worthy consideration when choosing where to spend a kind relative's well-earned cash this New Year. - DG.

**FAST FAX**  
PUBLISHER PRICE  
**Electronic Arts £44.99**  
**GRAPHICS**  
..... 87  
**SOUND**  
..... 74  
**PLAYABILITY**  
..... 86  
**RAVES** : **GRAVES**  
A challenging platformer. : Been there, seen it, done it. Not very original.  
**OVERALL** **83%**





WHEN THE GREAT SONG OF THE DOLPHINKIND RECORDS THE BATTLE AGAINST THE VORTEX, THIS DAY SHALL PROVE TO BE MOST PIVOTAL. THE DAY ECCO DISCOVERED HIS TRUE HERITAGE AND DESTINY - TO BE AVENGER AND SAVIOUR OF HIS SPECIES!

WITH THE POWERS THE ATLANTEANS HAVE AWOKEN IN ME\*, THE ALIEN VORTEX DEVICES SHALL DO THEIR EVIL WORK NO LONGER!

\*SEE LAST ISSUE - MEGADROID.

# ECCO the Dolphin

Part 6

WHETHER THEY HIDE THEMSELVES UPON THE HIGHEST REEF OF CORAL OR WITHIN THE DEEPEST TRENCH, I SHALL HUNT THEM DOWN...

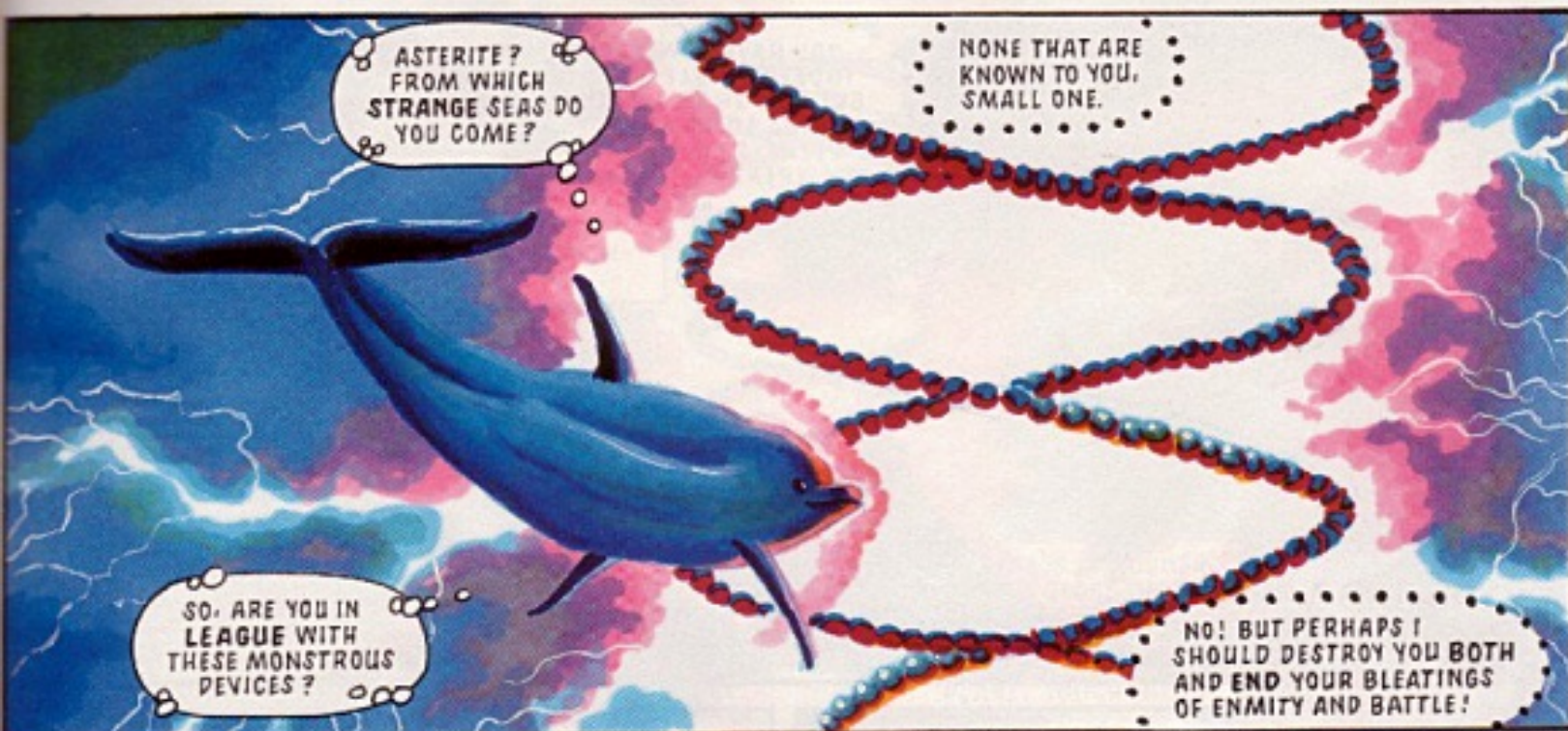
...AND DESTROY THEM!

WOW!  
WOW!  
WOW!













YOU HAVE POWER  
INDEED, LITTLE ONE—  
BUT YOU SHALL LISTEN  
FOR AS LONG AS IT  
PLEASES ME TO  
SPEAK.



YOU SHALL  
NOT...HOLD ME...  
FOR LONG!  
UNGH!



IT IS EVIDENT TO ME  
THAT YOU ARE NOT LIKE  
OTHERS OF YOUR KIND.  
THEREFORE YOU MAY BE  
OF GREAT SERVICE  
TO ME...

SERVE YOU?  
FORGET IT!  
FREE ME NOW!




IMPETUOUS DOLPHIN!  
YOU HAVE POWER, BUT  
NOT ENOUGH TO DEFEAT  
THE VORTEX WITHOUT HELP.  
HOWEVER, I SHOULD BE  
PLEASED TO HELP YOU IN  
RETURN FOR SOME  
ASSISTANCE...

WHAT  
'ASSISTANCE'  
COULD I POSSIBLY  
GIVE TO YOU?



THOUGH I HAVE DWELT IN  
THESE SEAS NUMBERLESS  
DAYS, MY TRUE HOME IS FAR  
FROM HERE, LIKE THESE  
MACHINES THAT YOU FEAR.





"WHEN FIRST I CAME HERE,  
I SENT MANY PARTS OF  
MYSELF ABROAD IN THE  
DEPTHS TO GATHER KNOW-  
LEDGE OF THIS PLANET.

"THERE IS NO CORNER  
OF THIS GLOBE THAT IS  
UNKNOWN TO ME.  
SAVE ONE - THE TRENCH  
THAT HOLDS MY **BLACK  
PEARL**, WHICH FAILED  
TO RETURN."

I POSSESS POWER ENOUGH TO  
HUMBLE ANY FOE, YET I AM  
**INCOMPLETE**. LACKING THE  
PART OF MY LIFE FORCE  
WHICH WOULD ENABLE ME  
TO VOYAGE HOME.

ONLY YOU, SMALL ONE, WITH  
YOUR SPEED, CUNNING AND  
POWER, COULD RETRIEVE  
MY **BLACK PEARL**.

BUT WHAT MANNER OF  
CREATURES SHALL I  
ENCOUNTER SO FAR  
BENEATH THE SEAS.

I CANNOT SAY,  
BUT I SHALL GIVE YOU  
ALL THE ASSISTANCE  
I CAN MUSTER. AND  
WHEN YOU RETURN, I  
SHALL TEACH YOU THE  
LANGUAGE OF THE  
INVADING VORTEX, AND  
TOGETHER WE SHALL  
SEND THEM BACK  
WHENCE THEY CAME!

ANY CREATURE POWERFUL ENOUGH  
TO CAPTURE THIS **BLACK PEARL** MUST  
BE FEARSOME INDEED, BUT I AM **ECCO**!  
THE **PEARL** SHALL BE RECOVERED! I SHALL  
PREVAIL! THE DAYS OF THE VORTEX WILL  
BE OVER AND MY FAMILY AND FRIENDS  
WILL RETURN!

THE END

SWIM WITH ECCO AGAIN IN STC SOON!



## MCD GETS ACTIVE!

### New games expand Mega CD's line-up

Sega has some really hot goodies lined up for all Mega CD owners over the next couple of months!

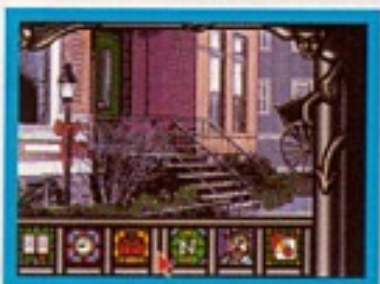
**Double Switch** is similar to *Night Trap* with you monitoring a house from secret cameras and stopping baddies taking it over. It has some famous faces including Debbie Harry from Blondie and Hollywood vet Cory Helms. **Double Switch** has some great video footage and it offers a lot more depth than *Night Trap* with more possible moves and better action sequences. You quickly have to learn the right places to be as well as the right list of priorities for baddies!

**Wonderdog** is a fun little arcade game with you taking the role of a stranded pooch on Earth trying to find your friends (see last issue's Review Zone for further details).

**Dracula Unleashed** is one of the first games for Mega CD to really show what can be done with a new programming technique called Cinepak. Cinepak allows the Mega CD to run faster and therefore have a bigger window for video footage and much better colours than any previous game with video footage. You have to find Dracula within a set time and can travel around London, interview people and study documents to find him for the final encounter!

It has a similar format to *Sherlock Holmes* but has much better graphics and is more challenging.

And finally, **Jurassic Park**, the blockbuster movie of 1993 (and all-time?) comes to Mega CD. **Jurassic Park** should be in the shops next month and contains real video footage from the film. Your task is to find dinosaur eggs by visiting various locations in the park. It's not quite that simple, however, as there are some bad-tempered brutes in your way! You can use various weapons picked up along the way to stun them. There are also plenty of puzzles to solve.



If you thought 1993 was a brilliant year for games, just wait to see what 1994 has in store! STC asked ace newshound Garry Penn to check around the leading software companies to see what they have in store for the Sega systems this year. Bear in mind many of these games won't see the light of day until much later in the year, so don't go rushing into your local Sega stockist demanding to see them now!

### ACCLAIM (AND FLYING EDGE)

Three Mega Drive releases which should be out before this month are: The American Football simulation **NFL Quarterback Club** (from Park Place, the team behind John Madden), **The Crash Dummies** (running, jumping, hobbling and 'shooting' action starring Slick and Spin), and **Soccer** (that's to say, proper football - with a soon-to-be-announced leading player's 'endorsement' for good measure).

Continuing the sporty theme in February are the Mega Drive and Game Gear conversions of Midway's arcade machine **NBA Jam**. This full-blown basketball simulation features digitised players and the Sega versions look surprisingly close to the real thing. Expect to see a review soon.

**Maximum Carnage** is a new Spider-Man adventure for release on the Mega Drive in March. Master System and Game Gear owners shouldn't feel left out because due to appear before the Summer are conversions of the Mega-Drive's **Spider-Man And The X-Men** - and both are hefty 4Mbit cartridges no less (most are 2Mbit).

There's a double dose of *Terminator* action in store for the Master System and Game Gear with the long-awaited conversions of **T2: The Arcade Game** (it wasn't bad on the Mega Drive), plus the all-new **Judgement Day** which features the Terminator shooting its way through a platform-based environment.

Release dates have yet to be set. **Judge Dredd** (2000 AD's top future cop and soon-to-be-made major motion picture starring Sylvester Stallone) for the Sega systems is in the hands of Probe (who did *Alien 3*) - and there should be something to see soon. Probe's effort isn't a conversion of the planned arcade machine (which appears to have been put on hold) but an original idea based on the **Judge Dredd** theme. There have already been two very poor attempts at bringing our favourite law enforcer to the home computers, so what assurance can we have that this is going to be third time lucky? "Put it this way," says Probe boss Fergus McGovern, "there were two poor attempts at *Alien* before ..."

Acclaim have still to set a firm release date for the long-awaited Mega CD version of the original **Mortal Kombat**. We can't give you an idea of how it's shaping up because even Acclaim don't appear to know! Sadly, there's also no news about the conversions of **True Lies**, the new Arnold Schwarzenegger film (which opens in the US this Summer).

### CORE DESIGN

This Derby-based outfit (best known for Chuck Rock and *Thunderhawk*) have at least six releases in the pipeline. **Bubba 'n' Stix** - the quirky blend of cartoon visuals, platforms and puzzles, starring one man and his (living) stick - is out in February for the Mega Drive and Mega CD.

In the coming months we can also look forward to the blasting action of **Skeleton Crew** for the Mega Drive (which features an unusual three-dimensional overhead perspective - a little like the Sonic The Coin-Op game - see News Zone 17), **Soulstar** for the Mega CD (which is described as 'Thunderhawk in space, basically') and **Battlecorps** (also for the Mega CD, this one's a first-person, science fiction shoot-'em-up).



## EMPIRE

There's a good chance of Hanna Barbera cartoon characters such as **Yogi Bear** and **The Jetsons** appearing on the Mega Drive - but only if Empire gets the opportunity to publish for the Sega systems. That is all.

## GREMLIN

Apart from the Master System and Game Gear conversions of the top-selling platformer **Zool** (you may remember the Mega Drive version released by Electronic Arts at the end of last year), there are no details of specific titles in development for the Sega systems - "But there definitely will be some releases for this year," a Gremlin spokesperson confirmed.

## KONAMI

The leading Japanese publisher has five Mega Drive releases penned in for 1994. First up (around now in fact) are the beat-'em-up **Teenage Mutant Hero Turtles: Tournament Fighters** (starring you-know-who) and **Zombies**, a wacky-zany-crazy mixture of exploration and shooting with a heavy 1950's monster-movie feel.

The platforms, puzzle-solving and combat in **Castlevania** has kept (ahem) Nintendo owners happy for many years. In March we can find out what all the fuss was about when **Castlevania** gets its first airing on the Mega Drive (and it's a brand new, previously unavailable adventure no less).

That's all from Konami until October when they release **Rocket Knight Adventures II** and **Tiny Toon Adventures II** for the Mega Drive. There are no definite release dates for **Lethal Enforcers II** (with a Wild West setting), **Probotector** (a beefed-up conversion of a top-notch Nintendo shoot-'em-up), **Batman The Animated Series** (which also features Robin), and **Biker Mice From Mars** (an allegedly top-rated American cartoon in which the stars all sport earrings and ride Harley Davison motorbikes - it should be on television in the UK in January).

## RAGE

The team behind the eight-player soccer simulation **Striker** are beaver away on a sequel at the moment, but further details are not being disclosed. Our sources at Sega reckon that **Rage** are also working on three Mega Drive releases for them, but no-one will say any more. It's unlikely that one of those titles is **Cheddar George**. The cartoon-style platform action starring a mouse called - you guessed it - has been on hold for many months.

## SONY IMAGESOFT

It looks as though Arnold Schwarzenegger's **Last Action Hero** won't appear on the Mega Drive after all - but Sylvester Stallone's **Cliffhanger** is still on course for release around about now on all Sega formats. Sony have other projects in the pipeline, one of which promises to be a real 'blast', but are keeping tight-lipped about them.

## GAMETEK

The American publisher has no Mega Drive releases until Easter. However, as a taste of things to come, their latest titles for the Genesis (the American Mega Drive), include **Nick Faldo's Golf**, **Spectre Tank**, **Tarzan**, **The Harlem Globetrotters** and **Pinball Dreams**.

## TENGEN

Tengen have two very different releases from two very different teams. **Storm's Lawnmower Man** (as in that ageing film based on a Stephen King short story, featuring a Virtual Reality theme), is out on the Mega Drive in April. And what an odd mix of shooting, running and jumping it is. A new 'cute' character called **Pinkie** makes his first public appearance in May, courtesy of Millennium. The people behind **James Pond** are in the process of putting the finishing touches to **Pinkie** for the Mega Drive and Game Gear.

Further down the line (in September to be precise), there's **Mega SWIV** - a literally non-stop shoot-'em-up for the Mega Drive. You can choose to control a helicopter or a jeep - or get a friend to join in with the remaining craft. **SWIV** has already impressed (in slightly different forms) on other machines, but it wasn't up against some of the best blasters around, as seen on the Sega systems. Fingers crossed ...

## VIRGIN INTERACTIVE ENTERTAINMENT

**Jammit** is a one-on-one basketball with a difference; a street-wise attitude. Real players were filmed and digitised to create the three characters - Slade, Roxy and Chill - each with their own distinctive (spoken) phrases such as "We're gonna kick your butt, man!" and "Moma said: knock you out!". The array of moves includes barging and slapping(!) and there's the option to play "Cut-throat" - a one-on-one-on-one with two CPU-controlled characters. **Jammit** is pencilled in for an Easter release.

Other work in progress at Virgin includes **Dragon** (based on the film about the life of the late martial arts ace, Bruce Lee), which is shaping up on Mega Drive, Master System and Game Gear. The Mega Drive version is a - surprise surprise - beat-'em-up in the **Street Fighter II** vein,

but with up to three characters on screen (two are CPU-controlled), while the combat in the Master System and Game Gear versions is platform-based along the lines of **Shinobi**. Expect to see all three versions before Easter.

Archer Maclean is not a name most Sega owners will recognise - but it's going to a household one before the end of 1994. He's the much admired designer and programmer behind such home computer hits as the fast, slick shoot-'em-up **DropZone** (due for release on the Sega formats through Codemasters), and **Jimmy White's Whirlwind Snooker** (which he's currently converting to the Mega Drive - minus Jimmy White's name). Archer's **Snooker** uses an impressive three-dimensional camera approach to display the action, and as a result every shot found in the real thing - and some that aren't - can be played. So far, so good; it looks unlike anything else on the Mega Drive. **Snooker's** right on cue for a release sometime this Summer.

Dino Dini's successful soccer simulation **Goal!** is being converted from the Amiga to the Mega Drive for release towards the end of 1994. **Goal!**'s control system sets it apart from the opposition - but be warned: the free-style possibilities are not to everyone's taste. Also due from Virgin before the end of this year is a Mega Drive version of Interplay's riotous **Reck 'n' Roll Racing** for the Nintendo (oh dear, there's that word again). There's no reason why the racing around special tracks and using unsporting equipment (to the sound of such delightful Heavy Metal tunes as Black Sabbath's "Paranoid" - ask your gran), should be any less fun on the Mega Drive, so that's something to look forward to.

Release dates for all these games are subject to last-minute changes. Again, check with your local Sega stockist before you rush out and buy.

**DOMARK**  
Are you having difficulty getting hold of the racing simulation **F1**? If you are, it's not surprising as Domark say they have sold out. But fear not: the team behind **F1** are currently putting together **Kawasaki Super Bikes** for the Mega Drive and Game Gear. It features the 750cc racing class machines, 16 courses, a one or two-player option (with a split screen), night riding and weather effects. That's due for release in May.

Meanwhile, Domark's conversions of Electronic Arts' marvellous Mega Drive blaster **Desert Strike** should (at last) be available for the Master System and Game Gear in February. And speaking of old favourites, a glossier version of the perky platformer **Prince Of Persia** is due to appear on the Mega Drive in March.

**Marco's Magic Football** is a whole new ball game for the Mega Drive. Find out in April just how the soccer-crazy kid uses his living football to remove adversaries from play and solve puzzles.

Oh yes - also out in April is **Pinball Wizard** for the Game Gear. It features five, four-screen high tables with multiball play, plus 'sub-tables' and hidden bonuses to discover.





# The Legend of the GOLDEN AXE



GILIUS-THUNDERHEAD, HIS SISTER YUKI-PLANTCHARMER, AND THE DWARF QUEEN SILPANTIA-DRAGONTAMER ARE FIGHTING THE HIGH PRIEST COBRAXIS IN THE HAMMERYNTH CAVERNS, WHEN SUDDENLY...

## Plague of Serpents Part 6



SILPANTIA,  
THE DRAGONS  
ANSWER YOUR  
CALL!



WELCOME  
CLOUDBURNER,  
COME TO ME.

GILD'S TEETH!  
THEY'VE SMASHED  
THEIR WAY THROUGH  
THE MOUNTAIN  
TO REACH  
SILPANTIA.



IT'S  
BEEN TOO LONG,  
SILPANTIA.

I NEED  
YOUR HELP,  
CLOUDBURNER.  
THE PRIESTS OF  
THE SERPENT GOD  
ARE TRYING TO  
STEAL THE  
DWARVES'  
HORDE.



KILL-  
THE DWARVES!  
DRIVE THE  
DRAGONS FROM  
THE HAMMERYNTH.  
COBRAXIS  
COMMANDS  
IT!





DRAGONS,  
ATTACK THE SNAKE  
WORSHIPPERS.

YOU WAIT  
HERE, YUKI. I'VE  
GOT A SCORE TO SETTLE  
WITH COBRAXIS. I DON'T  
WANT YOU HURT.

I'M NOT  
A LITTLE SISTER  
ANY MORE, GILIUS.  
I CAN HANDLE  
MYSELF IN A  
FIGHT.

I GUESS  
YOU DO PRETTY  
GOOD - FOR A  
SISTER. LET'S  
GO.

... GROW,  
BABY SNAKES.  
WREATHS, WRITHE,  
AND BITE DOWN THE  
DRAGONS.



RAAARGH.  
A SNAKE BALL.

HOLD STILL,  
BROTHER, I'LL SOON  
HAVE ALL THESE  
OFF YOU.

USE  
YOUR  
MAGIC ON  
THE PRIESTS,  
YUKI.

BURN  
THE SERPENTS,  
WINDSCREAM.

GODDESS  
FLORA, I COMMAND  
YOU TO GROW A  
KILLER CACTUS.









AAAAAAAH  
THE PAIN! SUCH  
PAIN!



THANK  
YOU, MY LOYAL  
FRIENDS. WITHOUT  
YOUR HELP, I'D  
BE DEAD.



ANY  
TIME YOU  
NEED A  
DRAGON TO  
BACK YOU UP  
WE'LL BE  
THERE.



THAT IS  
THE END OF  
COBRAXIS...

OR  
SHOULD  
I SAY  
'ENDS'.



IN THE  
BURNING  
REMAINS OF  
COBRAXIS' CAMP.

THAT'S  
THE SNAKES  
FINISHED!

YIKI!



NOOO!  
NOT AGAIN!

WHOOSH!





AARGHH!

AX,  
YOU BIG  
LUG. WHERE  
WERE YOU  
WHEN I  
NEEDED  
YOU?

WHA...?

QUEEN SILPANTIA USES MAGIC  
TO OPEN A SECRET DOOR.

ER... I DUNNO.  
BEEN FEELING A BIT  
WEIRD, BUT I'M BETTER NOW.  
SO WHEN'S THE FIGHTING START?  
WHERE'S THAT SNAKE CHARMER  
GONE? WHO'S THAT?

BACK AT THE DWARF STRONGHOLD  
OF ROCKGUARD, GILIUS-THUNDERHEAD  
AND AX-BATTLER MEET UP WITH TYRIS-  
FLARE WHO'S NOW RECOVERED FROM  
HER WOUNDS.



GILIUS AND YUKI, YOU  
SAVED MY LIFE AND MY  
KINGDOM. I CAN NEVER  
REPAY YOU FOR THAT  
BUT YOU DESERVE  
SOME SORT OF  
REWARD.

WHERE'S  
TYRIS? WHAT'S  
GOING ON? HAVE  
I MISSED SOMETHING?

TAKE  
THESE DAGGERS.  
THEY ARE MADE OF  
PURE DRAGON  
GOLD. TOGETHER  
THEY CONTAIN  
EVEN MORE POWER  
THAN THE GOLDEN  
AXE YOU CARRY,  
GILIUS.

COBRAXIS WAS SITTING  
ON THE HORDE  
OF MAGIC  
METAL - AND  
HE NEVER  
KNEW!



I WAS WITH  
YOUR FATHER WHEN  
HE DIED. HIS LAST WORDS  
WERE, "I HOPE THEY HAVE  
GOOD FOOD WHERE I'M  
GOING." HE DIED WITH  
A FORK IN HIS  
HAND.

IT'S HOW  
HE'D HAVE WISHED  
TO GO.

CAN'T  
STAY HERE TOO  
LONG.

ALL THE FOOD'LL  
BE GONE. LET'S GO DOWN  
TO THE FEASTING HALL, THE  
WAKE WILL BE IN FULL SWING  
IT'S WHERE HE WOULD  
BE.



THE END. MORE LEGENDS OF  
THE GOLDEN AXE SOON.



# Q Zone

Q is for Question.

Q is for Query.

Q is for Quandary.

Enter the **Q** zone for hints, tips, and help with your favourite Sega games.

Welcome again to the Q Zone, a place of help and solutions to those really difficult games. Our Game Guru, David Gibbon, and his operators are standing by to answer your problems. Drop a line to the Q Zone with your query. Alternatively, share a hint, tip or solution with your fellow gamers. All are welcome.

## JUNGLE STRIKE



A series of passwords were featured for **Jungle Strike** way back in issue 12. However, I thought I'd offer you STC readers some further help, so here is a cheat that gives you 19 lives:

Go to the password screen and enter: **NZY9SDBR9Y6**.

## Tips



## ROCKET KNIGHT ADVENTURES

## Tips



**Rocket Knight Adventures** is a rather nice platform romp containing some excellent graphical touches. The game was produced by Konami, the creators behind some amazing local arcade machines. It was their first attempt at developing a Sega game - I can't wait to see what's next. Meanwhile, here are some helpful hints:

1. The large hill on the first level seems almost impossible to get past. However, don't despair as the secret is to go to the left-hand-side of the screen, press and hold C. When all the hearts flash, release C and move the D-Pad diagonal upright.

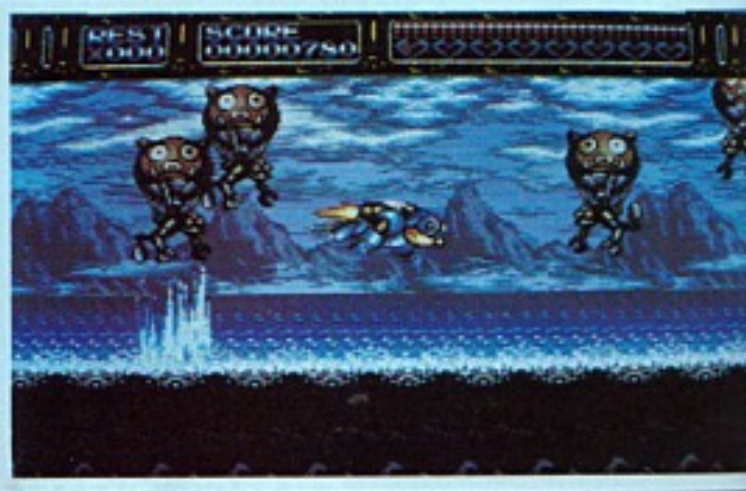
2. Once you pass the second large hill on the first level, stand in-between a fire and a tree stump. Then press C and Up to collect an extra life.



3. When you finally come to a dead-end, press C and Up to reach a tree branch, and continue right to the first boss.



4. To destroy the first evil villain (who, incidentally, you'll meet on a rope bridge across a waterfall), stand in the extreme left corner of the screen. When he appears, jump repeatedly and keep pressing fire. Each time you hit the top part of the villain, he will weaken. Keep repeating to win.





## THUNDERHAWK



Thunderhawk is regarded as the best Mega CD title to be released, and really is a must. It features some brilliant animations and rotating graphics and a wicked soundtrack, plus there's a great game in there too. Here's some general tips to help you along:

## Tips

1. Always listen to the mission briefing at the start. It really does help.
2. Select the hard operations to start with, then go onto the easier ones. Operation ten is probably the easiest, whilst nine is one of the hardest.
3. During take-off, set the altitude meter to three points down from the top (appears in the windscreen). This reduces the risk of being hit from the air.
4. Try and use the gun to destroy most of the ground forces as you have an unlimited supply of bullets. Conserve your missiles and rockets for primary targets, such as sand sites.
5. All primary targets appear as white dots on the radar (bottom right-hand side of the screen). Refer to this constantly to avoid getting lost.

6. Your mission will be complete once all the primary targets have been destroyed. Lastly, guide your helicopter way away from the site to end.



## SUPER MONACO GRAND PRIX 2



Super Monaco Grand Prix 2 was one of the most popular arcade games before Out Run was released. The first game was pretty poor, but as a lot of you Boomers are aware, the sequel was a much enhanced version of the game with terrific gameplay. How would you like to race a motorbike on the track. Instead of a car? You would! Then enter this cheat:

## Tips

Go to the 'World Championship' mode, and on the 'Name Entry' screen, type 'HANG ON!'. Next, go to the race, retire and save your season. Reset the machine and select 'Practice Mode' then 'Image Training'. Now hold Down and A until you see the 'Transmission Select' screen. Start the race and you'll be playing Super Hang-on!



# game genie update

Attention Game Gear owners! For the first time STC presents codes for the new Game Gear Game Genie, now on sale wherever good Game Genies are sold, price £29.99.

Special thanks to those friendly folk at Hornby Hobbies for supplying the Game Genie codes.

## CHUCK ROCK

On the GG, like everywhere else, Chuck is a star performer. Now make him perform even better with these codes.

Start with 1 life	01B-B69-E66
Start with 9 lives	09B-B69-E66
Start with 50% milk	03B-BB9-F76
Infinite milk	3A0-75A-2A2
Start on World 1, Stoneage Suburbs	01B-66A-E6A
Start on World 1, Dinosaur level	02B-66A-E6A
Start on World 1, Lively Lava	03B-66A-E6A
View end of game sequence	01B-61A-E6A

## JAMES POND 2

Secret codes for everyone's favourite aquatic secret agent. Get cracking!

Start 1st game with 9 lives	015-C7F-E66
Infinite lives	01F-3FB-B01
Start 1st life with 9 energy	095-CCF-E66
Start rest of lives with 9 energy	097-36F-E66
Immune to spikes	01E-30C-B01
Invincibility	FF5-D2F-E6A
Start with 8 continues	095-94F-F7A
Infinite continues	0C6-D3F-B01

## STAR WARS

Forget the Force, use the Genie to help Luke & co. out in this GG version of a screen classic.

Infinite energy for all players	00D-92B-3B7 + 3AD-93B-2A2
Leia	
Start with 12 energy points (1st life)	4CE-347-A2A
Strange screen effects	09B-B2E-5DD
Start with 9 energy points (all lives)	30F-48A-A2A
Start with 12 energy points (all lives)	40F-48A-A2A

### Luke

Start with 10 lives	09E-237-E62
27 energy points (1st life)	50A-12B-A2A
27 energy points (all lives)	50F-6FA-A2A
Infinite lives	3AF-6BA-2A2





THE NAMELESS ZONE, THE MYSTERIOUS HIDDEN REGION THAT MOST OF PLANET MOBIUS BELIEVES ONLY EXISTS IN LEGEND.



ONCE AGAIN WE ARE REQUIRED TO OPEN THE PORTAL INTO THE EMERALD HILL ZONE.

WE MUST SUMMON OUR CHAMPION!

MILES PROWER, THE ENCHANTER KINGS HAVE NEED OF YOU!

“GULP!”

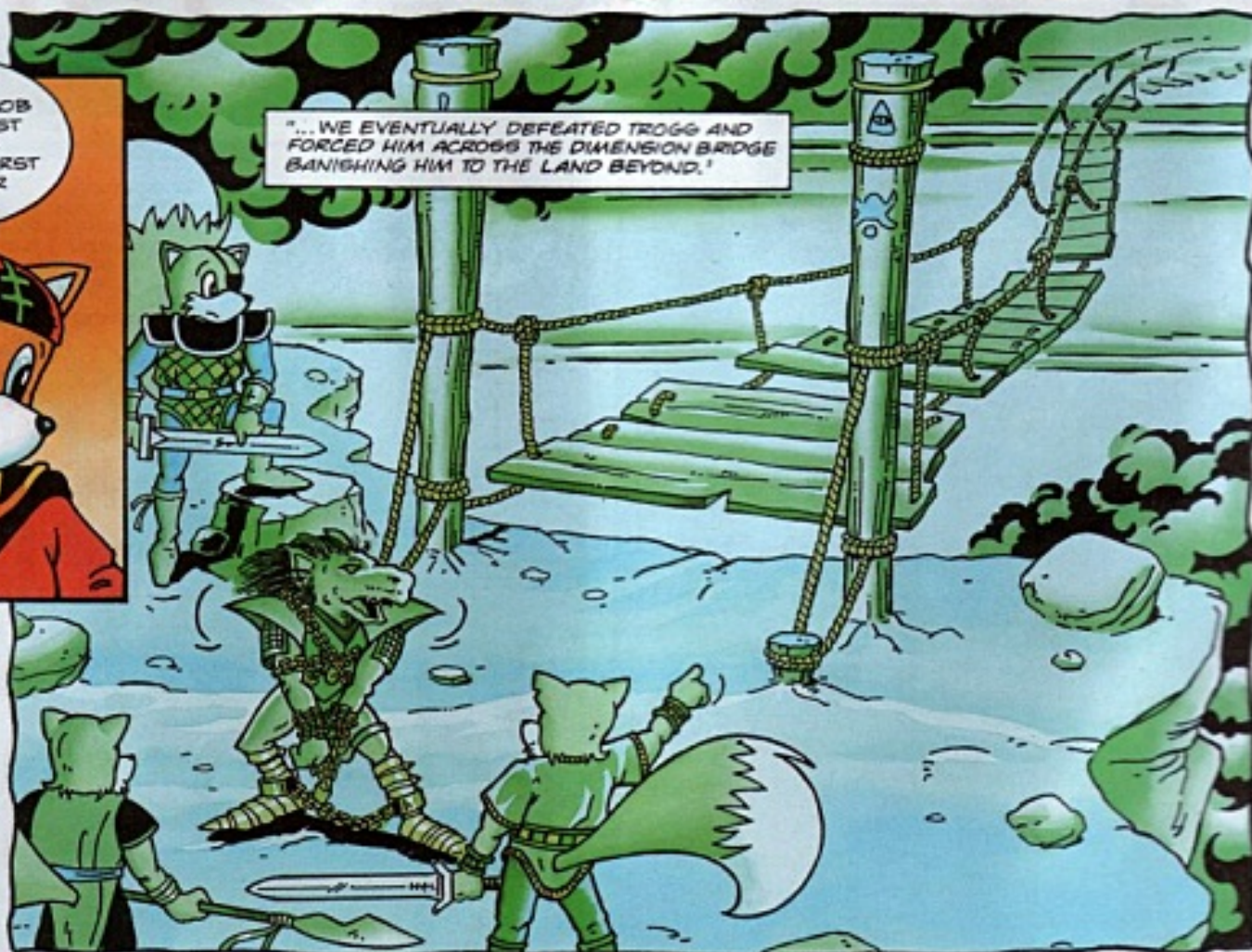


SEE, MILES PROWER, HOW YOUR ENCHANTED ARMOUR FORMS AROUND YOU AS YOU ENTER OUR ZONE!

ER...OH YES, SO IT HAS...

I REALLY WISH YOU WOULD CALL ME TAILS...

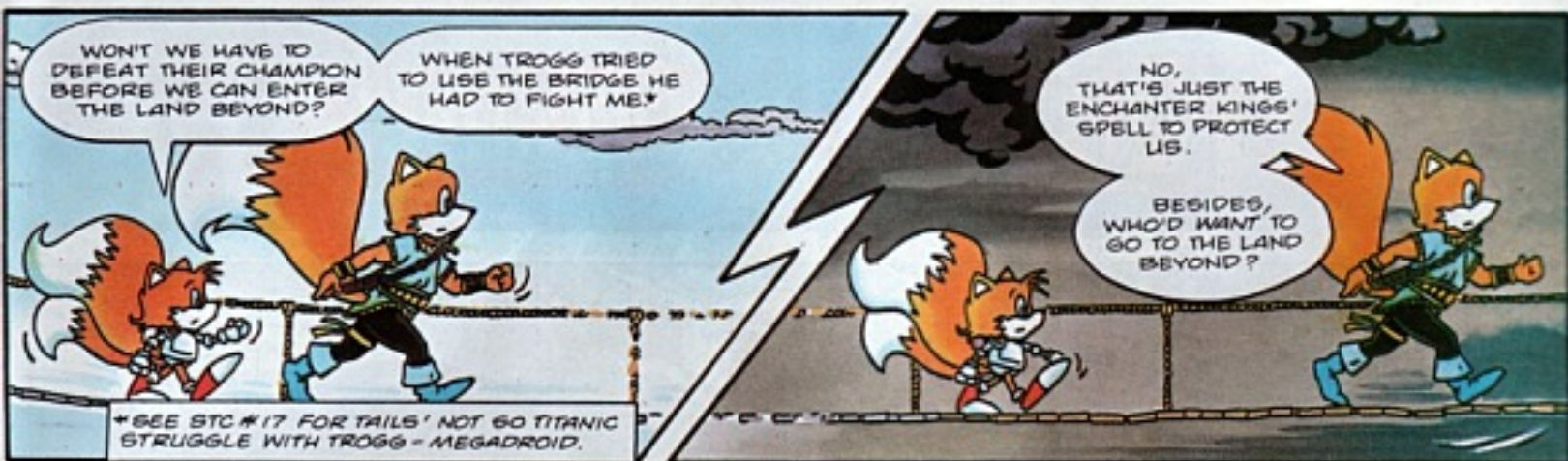














# SPEEDLINES



Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



## Toothless but Happy!

Dear STC,

I think your comic is great. I especially like the price because it means I can still buy my can of Cola and my American Hard Gums (I then devour them as I rack my brains over Terminator for the Master System). I also think that there should be some comic strips for girls, to encourage them to play Sega games.

**Ben Hughes, Morayshire, Scotland.**

**Sonic Water Fun Game Winner.**



Well, Ben, I'm so pleased that you are managing to rot your teeth whilst reading STC. That's what life's all about, eh? As for comic strips for girls... what did you have in mind?

*Barbie's Beauty Parlour - The Revenge!*

## Game Groupies

Dear STC,

I would be very interested to know if there are any plans for a Sonic Fan Club?

**Donna Wright, Aberdeen, Scotland.**

**Sonic Water Fun Game Winner.**



STC is the biggest Sonic Fan Club around.

Do you need reminding that every fortnight there are reviews, news, plus occasional badges and posters. Wise up, Donna. What more could a hume ask for?

## Pad-ded Sell

Dear STC,

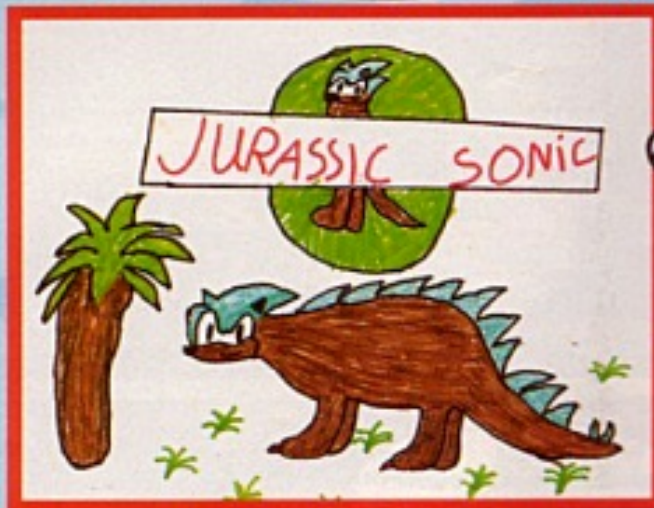
Please can you tell me when the six button joypad is coming out?

**Scott Reid, Montrose, Angus. MD Owner.**

**Sonic Water Fun Game Winner.**



The joypad is available now, Scott, at a cost of £14.99, so check out your local Sega stockist.



*Jurassic Sonic by Danny MacFarlane, London.*  
**Sonic Water Fun Game Winner.**



## De-Capped

Dear STC,

Why doesn't Decap Attack come out as a computer game?

**Gavin Cooke, Rhondda, Mid Glamorgan.**

**Sonic Water Fun Game Winner.**



Where have you been, Gavin? Decap was originally out on the Mega Drive some time ago.

Dear STC,

I think it's great how you can turn Sega game characters into comic strips. I particularly like Sonic and Decap Attack. Could you also make a map of Mobius and include all the zones together with Knothole Village? (I read about this in the U.S. comic).

**Keith Webb, Leicester. MD, GG, & MS Owner.**

**Sonic Water Fun Game Winner.**



Not a bad idea, Keith. However, the reason the humes-who-think-they're-in-charge haven't done this, is because the number of Zones keeps growing with each new Sonic game.

## Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.



← All dressed up with nowhere to go. Evan fails to see the funny side.

**Evan Ogilvie, Carlisle, Lanarkshire.**  
**Sonic Water Fun Game Winner.**





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## DATA STRIP

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## WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....AGE.....

## HOT-SHOTS ONLY!

Enter your high score or  
achievement here!

GAME.....

SCORE/ACHIEVEMENT

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

## GAME INTO STRIP

What SEGA game would you like to see  
as a STC strip in the future?

I THINK.....

would make a great comic  
strip in STC

## MEGA HITS THIS ISSUE!

List your three favourite stories  
in this issue in order of  
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 18

OF **STC?**

	%
--	---





# NEXT ISSUE

KICK IT WITH

## THE ETERNAL CHAMPIONS!

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